System Requirements RU Staying

Software Engineering 01:332:452 Report 1: Part 2

By Group #11

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Github: https://github.com/mohammedsapin/RUStaying
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Section 3: Functional Requirements Specification Stakeholders

The main stakeholders of this app are hotel owners and managers. The app is commissioned by the owners of the hotel in an attempt to expand the hotel brand and earn more profit. With our design, this app can significantly improve the efficiency of the hotel services, which in turn increases the number of guests, therefore increasing profit. As investors, the hotel owners are certainly interested in the growth and success of the app. The hotel managers are also stakeholders because they control the day-to-day activities of the hotel and it is up to them to use the data our app provides to efficiently schedule staff and hotel services. Also, all the users and guests of the app are stakeholders too because through their support and feedback, we can continue to improve the features and user interface. And finally, all the developers of the RUStaying app since we are investing a lot of time and effort into the creation of the system. As developers, our role is to ensure the success of the app and continue to make improvements based on the feedback from the other stakeholders.

Actors and Goals

<u>Key</u>

 $I \rightarrow Initiating$

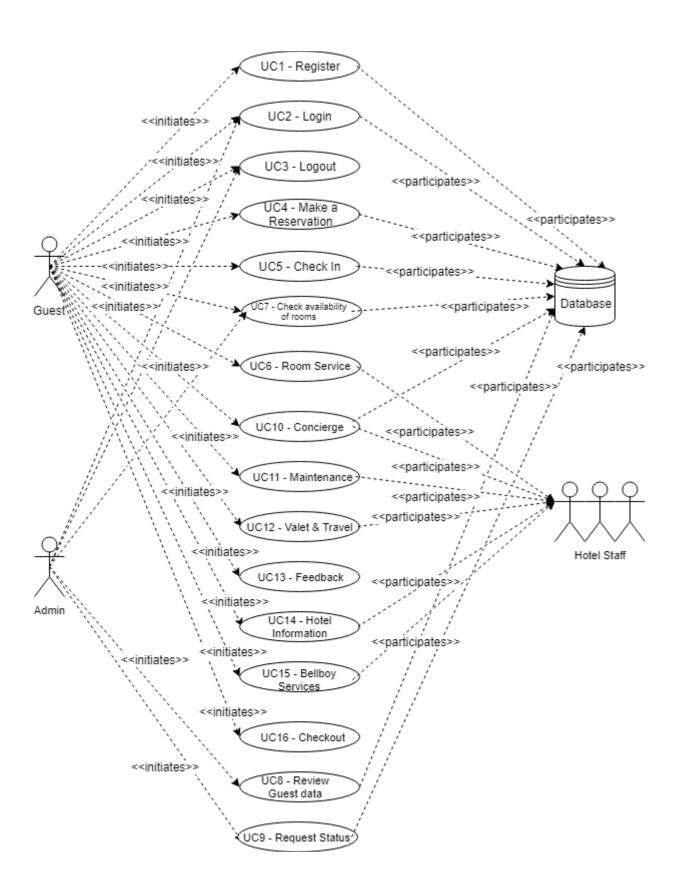
 $P \rightarrow Participating$

Actors	Goals
Guests - I	Will be able to login and send requests to Hotel Staff as needed
Admins/Manager- I	Primary initiating goal is to be able to <u>monitor</u> customer interaction with hotel services. Will be able to log in and view requests as they need.
Hotel Staff (includes Manager) - P	Guests will be sending multiple requests for various services throughout the day. Staff receives and will act accordingly upon request. Restaurant will view orders, maintenance can view forms, etc
Database - P	Will store all essential information from guests and general hotel information. This will be an efficient way to organize and access necessary info on guests.

Use Cases:

The RUStaying app has 2 main users, the guest and admin. Each user has their own separate use cases

- 1. Register (guest) to register an account on the application
- 2. Login (Guest & admin) to log into a user account
- 3. Logout (Guest & admin) to log out of a user account
- 4. Make a reservation (Guest) to make a reservation for a room
- 5. Check In (Guest) to check into the hotel
- 6. Room Service (Guest) to call for room service
- 7. Check availability of Rooms (Admin & Guest) to check which rooms are in use or vacant
- 8. Review Guest Data (Admin) to check the information of guests, given a specific room
- 9. Request Status (Admin) to be able to change or mark a guest request "in progress" or "granted"
- 10. Concierge (Guest) access front desk information through the app
- 11. Maintenance (Guest) to call for maintenance
- 12. Valet & Travel (Guest) to call for a car to the airport or wherever the guest wants to go, or call for a valet to park the guest's car
- 13. Feedback (Guest) to allow the guest to provide feedback after their stay
- 14. Hotel Information (Guest) to give guests a visual of the restaurant menu, gym hours, pool hours, and spa hours
- 15. Request Bellboy Services (Guest) to call a bellboy to get guest's luggage
- 16. Checkout (Guest) to check out of the hotel



Use Case Descriptions

Use Case 1: Register an account

Related Requirements: REQ-1

Initiating Actors: Application User

Actor's Goal: To create an account on RUStaying app

Participating Actors: Database (keeping track of past emails used)

Preconditions:

1. The email the Guest is using to register has not been used previously in our system

2. The email and password meet certain criteria for security

Postconditions: User has an account to access the features of the app

Flow of events for main success scenarios:

- 1. The guest downloads the app
- 2. Choose "Register an Account"
- 3. Fills out the required account information
- 4. Check for valid email and password
- 5. Store guest data in database
- 6. New account is successfully created

Use Case 2: Login to an account

Related Requirements: REQ-1, REQ-2, REQ-22

Initiating Actors: Application User

Actor's Goal: To log into an existing account created on RUStaying App

Participating Actors: Database

Preconditions:

1. User has an already existing account

Postconditions: User is able to back into his/her account

- 1. The user opens the app
- 2. The user fills in the email and password
- 3. If email/password are incorrect, system notifies user
- 4. The user successfully logins into the desired account

Use Case 3: Logout

Related Requirements: REQ-1, REQ-2, REQ-3

Initiating Actors: Application User

Actor's Goal: To exit their account in the app

Participating Actors: Database

Preconditions:

1. The user already has an existing account

2. The user is currently logged into the system

Postconditions:

Flow of events for main success scenarios:

- 1. The user initiates logout function
- 2. Database confirms user account
- 3. Database marks user account as logged out

Use Case 4: Make a reservation

Related Requirements: REQ-1, REQ-2, REQ-4, REQ-6, REQ-8, REQ-23

Initiating Actors: Application User/Guest

Actor's Goal: To book a room for the duration of their choosing and/or luxury of their choice

Participating Actors: Database (to check for accommodations)

Preconditions:

- 1. Guest must have created an account with our app
- 2. Guest has successfully logged in

Postconditions: Guest will receive confirmation via app

- 1. User has opened app on device and has logged in
- 2. User selects the option "Make a Reservation"
- 3. User fills out details of what type of room they are looking for (price, number of people, size of room, etc..)
- 4. System will relay information and gather available rooms and present options to user
- 5. User will choose an option
- 6. System has successfully booked the room for user

Use Case 5: Check In

Related Requirements: REQ-3, REQ-10, REQ-23

Initiating Actors: User

Actor's Goal: User would like to check in for their room upon arrival

Participating Actors: Hotel Staff, database (to check for reservation)

Preconditions: User has created an account and made a reservation

Postconditions: User received digital room key and can access services.

- 1. user creates an account
- 2. System adds user to database
- 3. user logs in to app
- 4. System verifies user through database
- 5. click make a reservation
- 6. System pulls from database availability of rooms
- 7. User reserves a room at the hotel
- 8. System updates database to include User's reservation
- 9. User checks in on app upon arrival
- 10. System verifies user and provides user with a digital room key.

Use Case 6: Room Service

Related Requirements:REQ-2, REQ-3, REQ-5

Initiating Actors: Application User/ Guest

Actor's Goal: To be able to call room service for a variety of purposes (Clean the room, replace toiletries, replace bed sheets, etc.)

Participating Actors: Room Staff, Maids

Preconditions:

1. Guest has been checked-in before requesting any service

Postconditions: Guest will be notified when request has been sent

Flow of events for main success scenarios:

- 1. User has logged in and has selected "Request Room Service"
- 2. System will confirm check in status of guest and return with a list of services available to guest
- 3. User will choose an option along with the timing of when it is needed
- 4. System will confirm and send notification to team responsible for service

Use Case 7: Check Availability of Rooms

Related Requirements: REQ - 6, REQ - 13

Initiating Actors: Guest, Admin

Actor's Goal: User would like to check the availability of the rooms

Participating Actors: Guest Admin

Preconditions: Users have an account created

Postconditions: App displays availability of rooms

- 1. User logins to app
- 2. System verifies user has an account
- 3. User clicks make a reservation
- 4. System pulls from database availability of rooms
- 5. User is able to see which rooms are vacant.

Use Case 8: Review Guest / Service Data

Related Requirements: REQ-13

Initiating Actors: Admin

Actor's Goal: To view the guest data, room availability and usage of hotel services

Participating Actors: Database

Preconditions:

1. Accounts created by guests

2. Guests request hotel services from app

Postconditions:

- 1. Display guests data (ex: Number of guests in hotel)
- 2. A breakdown of how much each service is used
- 3. List of rooms available / occupied

Flow of events for main success scenarios:

This use case is for all data storage so it <<includes>> all other use cases

- 1. Guests continue to use services through the app
- 2. Data is kept track of and it sent to the database to store
- 3. The data is collected from the database frequently
- 4. The data is presented to the Admin in a user friendly format

Use Case 9: Request Status

Related Requirements: REQ-5, REQ-7, REQ-9, REQ-12, REQ-13

Initiating Actors: Admin

Actor's Goal: To be able to change or mark a guest request "in progress" or "granted"

Participating Actors: Guest, Hotel Staff, Database of Hotel Staff Activities

Preconditions:

1. Guest must have made a request for some type of service, see REQ-5, REQ-7, REQ-9, and REQ-12

Postconditions:

1. Guest request will be either labeled "in progress" or "granted"

- 1. User has opened the app and logged in
- 2. User makes a request (any that are offered in the app)
- 3. System receives request and labels the request as "in progress"
- 4. User reports to the system when service has been completed
- 5. System marks requests as "granted"

Use Case 10: Concierge

Related Requirements: REQ - 17

Initiating Actors: User

Actor's Goal: To use the concierge service to obtain hotel information or other general

information

Participating Actors: System

Preconditions:

1. User will type a question into the concierge tab, OR

2. Select a question from general topics listed in the tab

Postconditions:

1. User will be presented with the information they requested, OR

2. Be given the phone number of an in-person concierge at the hotel's front desk

- 1. Guest has opened the app and logged in
- 2. Guest selects the concierge tab
- 3. Guest enters a question or selects one from the general questions provided
- 4. System receives the information and processes it and displays an answer
 - a. If the system does not have an answer to the guest's question, the phone number of the concierge at the hotel's front desk will be displayed

Use Case 11: Maintenance

Related Requirements: REQ-2, REQ-7

Initiating Actors: Guest

Actor's Goal: To submit a maintenance request into the app and for a hotel worker to solve the

issue

Participating Actors: System, Hotel Staff, Maintenance Worker

Preconditions:

1. Guest is logged in

2. Guest needs to submit maintenance request

Postconditions:

1. Guest will have maintenance requests fulfilled

2. Confirmation message will pop up after fulfilled

Flow of events for main success scenarios:

1. User has logged in

- 2. Database verifies user has account
- 3. App directs user to dashboard
- 4. User selects Maintenance Requests
- 5. Database pulls options for Maintenance Requests
- 6. User will be able to select from the options presented
- 7. App will submit option into database
- 8. Database will send confirmation message that request was successfully submitted

Use Case 12: Valet & Travel

Related Requirements: REQ 12, REQ 25

Initiating Actors: Guest

Actor's Goal: To call for a car to the airport or wherever the guest wants to go, or call for a

valet to park the guest's car

Participating Actors: Hotel Staff, Manager

Preconditions:

1. Guest is logged in

2. Guest has checked in

Postconditions:

1. Guest will have their requested car waiting outside

2. Guest will be notified once the car is called and ready

Flow of events for main success scenarios:

1. User logs on

- 2. User checks in
- 3. User clicks guest services
- 4. User can select car service and choose to call a car
- 5. Car Services will indicate that they have arrived for pick up
- 6. System will notify User that car has has arrived and is ready

Use Case 13: Feedback

Related Requirements: REQ-14

Initiating Actors: Guest

Actor's Goal: To allow the user to input feedback upon check out

Participating Actors: System, Database

Preconditions:

1. User has checked out of the hotel

Postconditions:

- 1. Check out confirmation will pop up
- 2. Feedback form will pop up

Flow of events for main success scenarios:

- 1. User has hit check out
- 2. System will output a check out confirmation
- 3. System will output a feedback form from Database
- 4. User will fill out or dismiss feedback form and submit it into the Database
- 5. System will output a submission confirmation

Use Case 14: Hotel Information

Related Requirements: REQ-11

Initiating Actors: Application User

Actor's Goal: To view restaurant menus, gym hours, pool hours, spa hours at the user's

convenience, etc...

Participating Actors: Database

Preconditions:

1. Guest is logged in

Postconditions:

1. Guest will be informed of hotel information

- 1. Guest has logged in
- 2. Guest clicks to view hotel information
- 3. System will display hotel information

Use Case 15: Request Bellboy Services

Related Requirements: REQ-9 REQ-25

Initiating Actors: Guest

Actor's Goal: get their luggage moved to their room

Participating Actors: Hotel Staff, Manager

Preconditions:

1. Guest is logged in

2. Guest has checked in

Postconditions:

1. Guest will have their luggage taken up to their room

2. Guest will be notified once luggage has been taken up

- 1. User logs on
- 2. User checks in
- 3. User clicks guest services
- 4. User can select bellboy and choose to move luggage to room
- 5. Bellboy will indicate that they have finished moving luggage
- 6. System will notify User that luggage has been taken up to their room

Use Case 16: Checkout

Related Requirements: REQ-16

Initiating Actors: Application User

Actor's Goal: To check out of the hotel through the app

Participating Actors: Hotel Staff, Database

Preconditions:

1. Guest has finished their stay at the hotel

Postconditions:

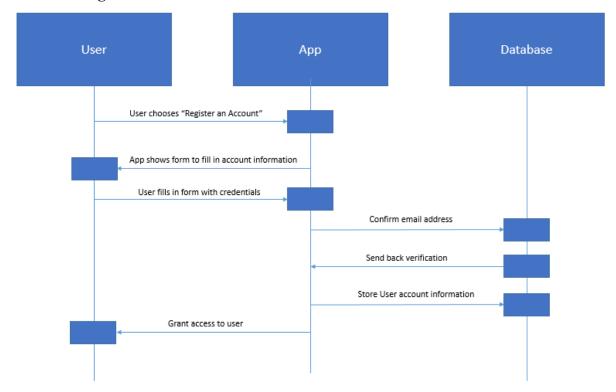
1. Guest will be able to write a feedback report

Flow of events for main success scenarios:

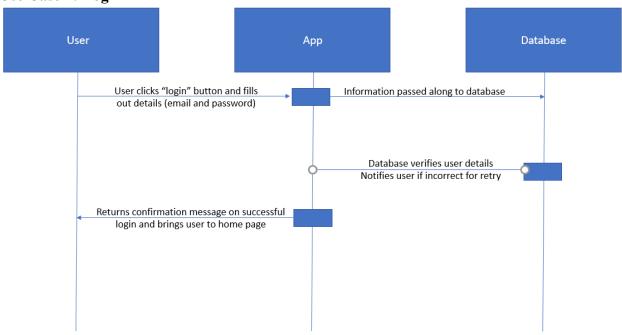
- 1. User finishes their stay at the hotel
- 2. User checks out of hotel through the app
- 3. User is given the option to have a bellboy help move luggages to the main lobby
- 4. System is notified that room service is needed
- 5. System accesses database to update that the room is available

Use Case Diagram

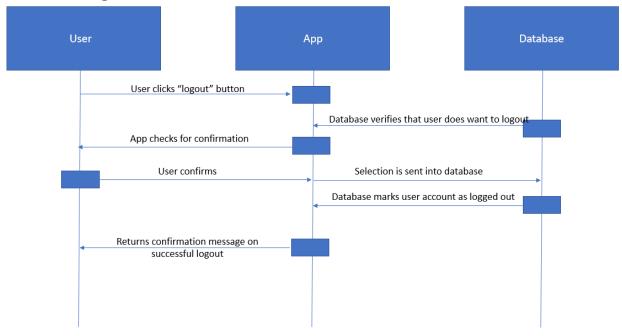
Use Case 1: Register an Account



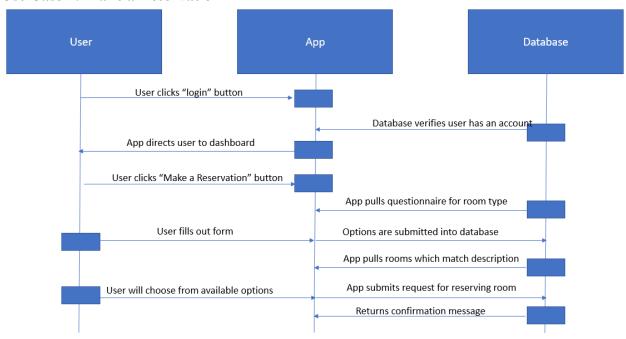
Use Case 2: Login



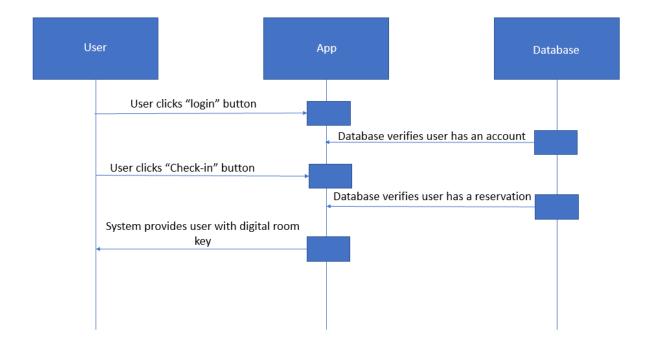
Use Case 3: Logout



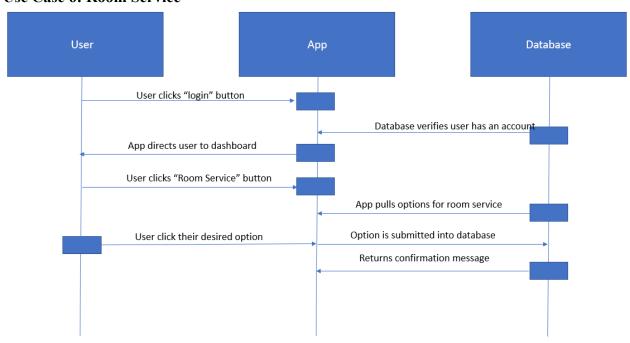
Use Case 4: Make a Reservation



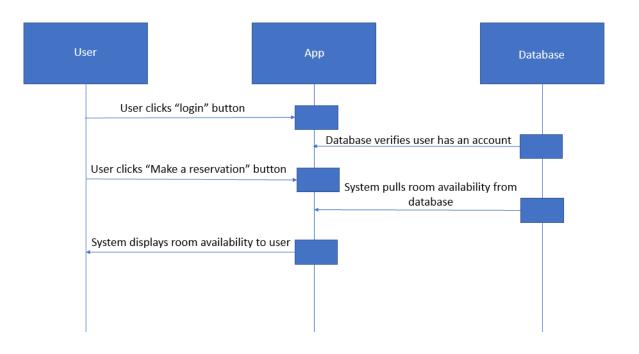
Use Case 5: Check-In



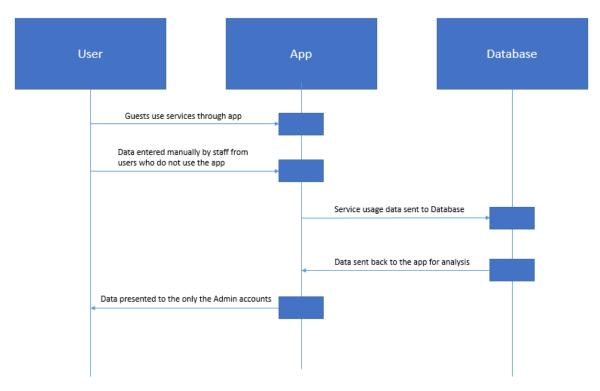
Use Case 6: Room Service



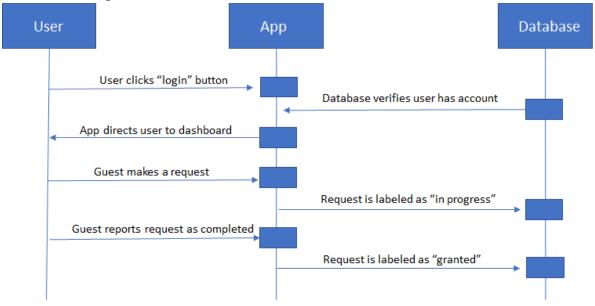
Use Case 7: Check Availability of Rooms



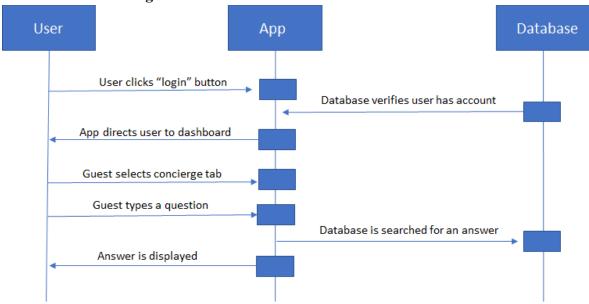
Use Case 8: Review Guest / Service Data



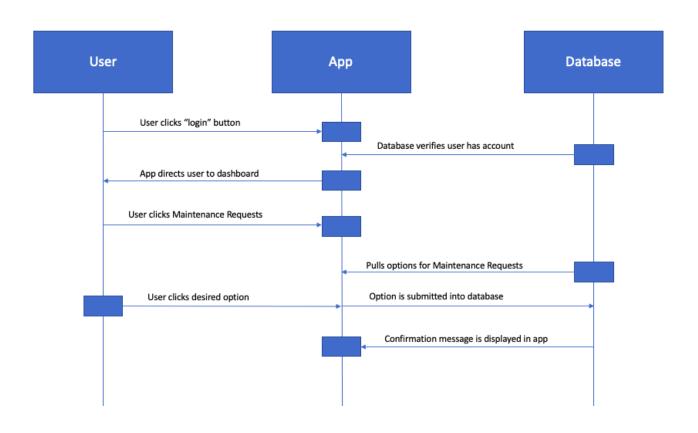




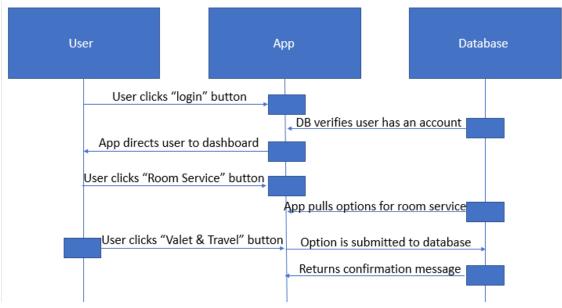
Use Case 10: Concierge



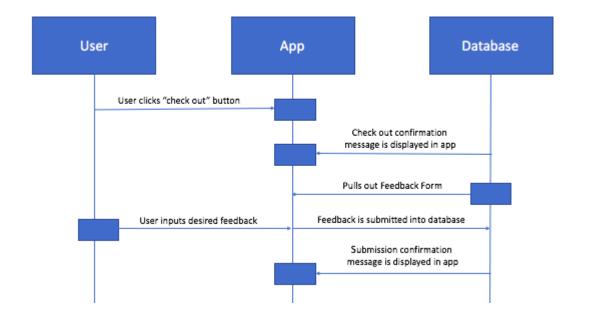
Use Case 11: Maintenance



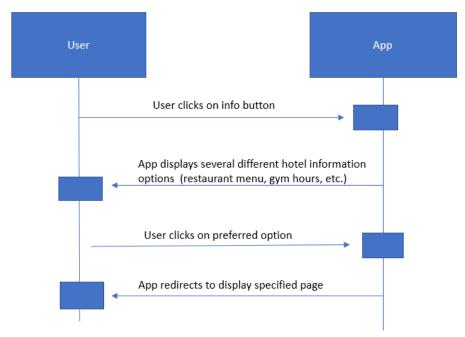
User Case 12: Valet & Travel



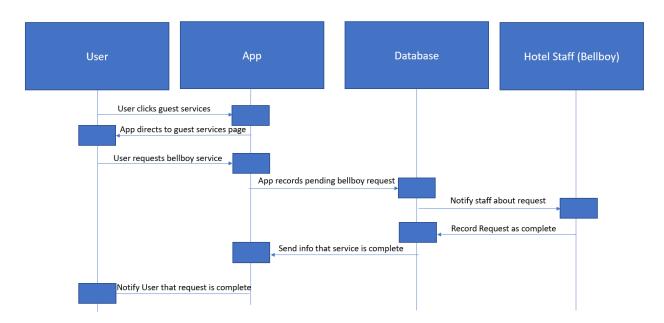
User Case 13: Feedback



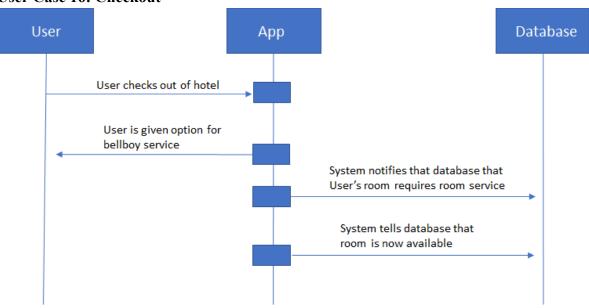
User Case 14: Hotel Information



User Case 15: Bellboy Services



User Case 16: Checkout

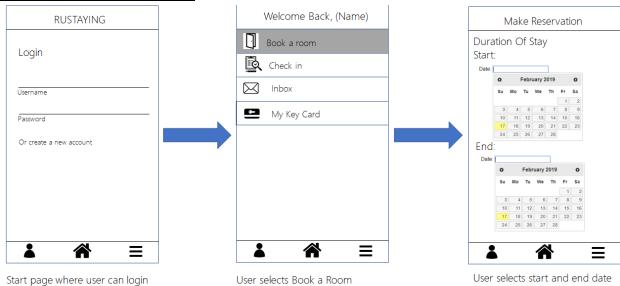


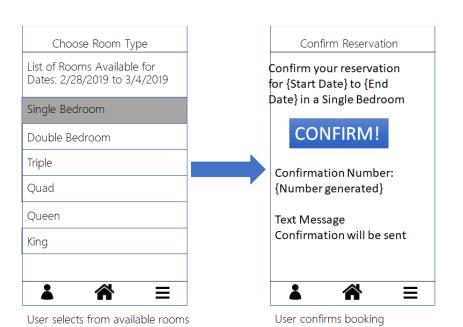
Traceability Matrix

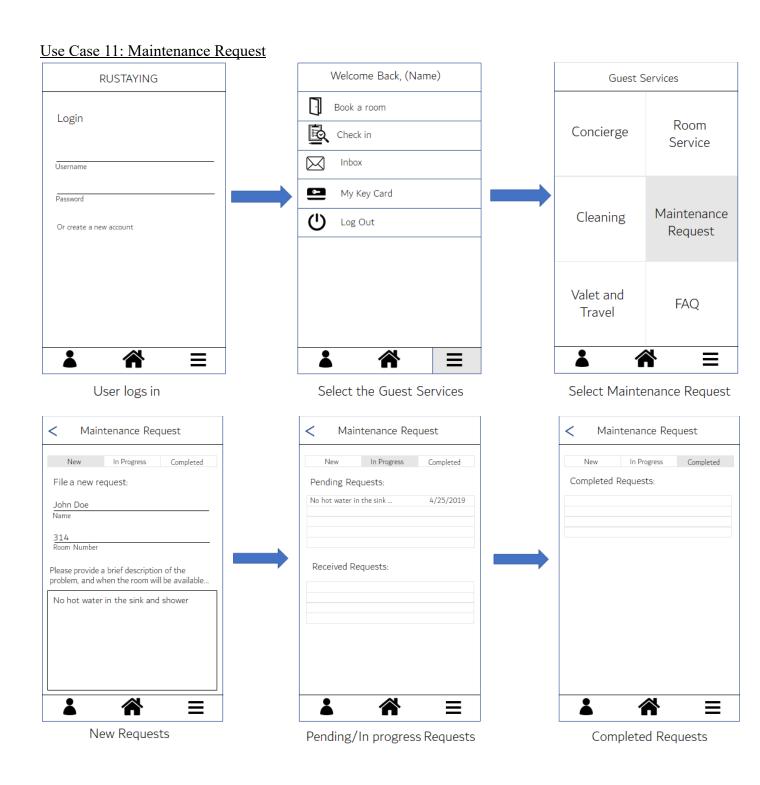
Regs	P.W	UC1	UC2	UC3	UC4	UC5	UC6	UC7	UC8	UC9	UC10	UC11	UC12	UC13	UC14	UC15	UC16
1	2	Χ	Χ	Χ	Χ												
2	2		Χ	X	Χ		Χ					X					
3	6			X		X	X										
4	6				X												
5	4						Χ			X							
6	8				X			X									
7	5									X		Χ					
8	3				Χ												
9	2									X						X	
10	7					X											
11	1														X		
12	3									X			X				
13	10							X	X	X							
14	1													X			
15	3																
16	6																Χ
17	1										X						
Max P.W.		2	2	6	8	7	6	10	10	10	1	5	3	1	1	2	6
Total P.W.		2	4	10	21	13	12	18	10	24	1	7	3	1	1	2	6

Section 4

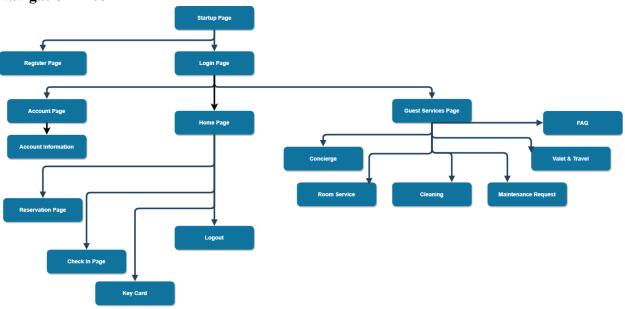
Use Case 4: Make Reservation







Use Effort Estimation Navigation Tree



Since we are building an android app navigation through each page is one click that will take you to a new page in the app. So from the guest services page to access each of the different features it is one button click. Each page also provides a back button to return to the previous one.

**Guest services page may have additional features in the future.

Project Management

	Stakehol ders / Actors	Use Cases	Use Case Diagram	Traceabili ty Matrix	Screen Mockups	Use Effort Estimation
Keya	20%	10%	10%	10%		10%
Zain	20%	10%	10%	10%		10%
Mohammed		10%	10%	10%		30%
Purna	20%	10%	10%	10%		10%
Nga Man		10%	10%	10%	30%	
Rameen		10%	10%	10%	30%	
Shilp	20%	10%	10%	10%	10%	
Mathew		10%	10%	10%	15%	15%
Eric		10%	10%	10%	15%	15%
Thomas	20%	10%	10%	10%		10%